default difficulty

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1. introduction

Public Domain Role-Playing Game module for player-assigned difficulty for non-opposed actions.

2. assessment

Determine the difficulty of a task by the maximum roll of a character trait.

roll	difficulty
1-10	Wicked
11-20	Hard
21-30	Tricky
31-40	Easy

3. collaboration

Difficulty is determined by the character trait with the lowest maximum roll.

4. notches

Players contribute notches to conflicts without affecting difficulty by describing a character's contribution.

5. notice

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